

POINT
Runner

Commodore 64

SPYGLASS



Storm Warrior

He needs no allies, his strength and agility will prove him worthy of the name – 'Storm Warrior.'

His test is to find and destroy the Sacred Skull which lies beyond the Light Barrier, across the ocean, deep in the caverns on the Island of Doom.

But the Sacred Skull has power that stretches far beyond the confines of its Chamber of Evil. A power that controls the Forces of Darkness. Intelligent, cunning and very, very dangerous . . .

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play, full playing demo mode, on the first four screens, game freeze facility and a fast loading system.

LOADING INSTRUCTIONS

To load 'STORM WARRIOR' press 'SHIFT LOCK' then 'RUN STOP'. Now press 'PLAY' on your tape and release 'SHIFT LOCK.' 'STORM WARRIOR' will now load. Before commencing play ensure that your joystick is connected to control port two.

DISPLAY MODE

Once 'STORM WARRIOR' has loaded a title page will appear. By pushing the 'JOYSTICK' up and pressing the 'FIRE' button you will enter the full playing auto-demonstration mode, until the end of the 4th screen. The player can over-ride this function at any point by again pressing the 'FIRE' button.

If the game is left on the title page without touching the joystick it will automatically begin the display mode after approximately 2 minutes.

Choosing your level

'STORM WARRIOR' has 5 different levels. Beginner, Novice, Advanced, Champion and Master. The required one can be selected by pushing your 'JOYSTICK' to the right, so that the character walks along the plinth.

Once you have reached the right

position, push the 'JOYSTICK' up and press the 'FIRE' button to enter the game.

To freeze the game press the 'SPACE BAR', press again when you are ready to restart.

To turn the music off on all screens except screen 4, press the 'M' key. Press again to restart the music.

Screen One

To release energy sphere and commence play, push the 'JOYSTICK' up and press the 'FIRE' button. The Storm Warrior must use his light lance to deflect the sphere past the Guardian to the Light Barriers. By experimenting with your joystick you will be able to move the light lance into virtually any position.

Points are gained by deflecting sphere above level of guardian's feet. Light barriers can only be breached if player has touched sphere i.e. if the sphere is glowing WHITE. If successful, light curtain will descend. Move into the middle and press 'JOYSTICK' up to proceed to the next screen, or wait for curtain to disappear and accept another challenge to gain extra lives and a higher score. One life gained for each

time the light barrier is hit. One life lost every time player gets caught by the Guardian's energy bolt while in contact with the sphere. But be careful, your energy level is decreasing all the time.

Screen Two

He must now fight and destroy in single combat the Barbarians on the BRIDGE OF ETERNITY to gain possession of the light carpet, which will take you on your journey.

Number of Barbarians depends on level of play. (1 for each level). They are worth 1000 points each. Three strikes by Barbarian will mean a life is lost. Once the Storm Warrior has lost all his lives he will lose all his accumulated score and must start the screen again with only one life. Barbarians can only be killed by striking under the arms when they are lifted to stab down.

Screen Three

The Storm Warrior now flies through the storm towards the ISLAND OF DOOM, which is shrouded in darkness, visible only during lightning flashes. He is under constant attack by Storm Birds intent on dragging him off to the top of the screen. If they catch him three

times, he will lose one life. But he will score 100 points and 2 energy points for each bird killed.

Birds can only be killed by strokes from the light lance in the horizontal or lower positions, and are often revitalized by lightning flashes. Red birds are ghosts, harmless but confusing. The closer he gets to the island, the more birds attack. As on page two, losing all lives loses the accumulated score, although you cannot be 'killed' on this screen. An extra life is gained on reaching the island.

Screen Four

After an earthquake and a warning by the Giant Demon, he will descend the SHAFT OF DARKNESS avoiding Bats, Demons and falling rocks. Moving to the bottom of the screen increases speed. Bats lift him to the top of the screen, but can be killed while they are diving and are worth 10 points. Demons push him into the walls and can be killed before they jump. They are worth 250 points. Boulders fall at intervals, though more are loosened if you regularly hit the walls. Three hits by a boulder at waist level or above will cost a life. Lives and score are depleted as on previous

screens. Each time a life is lost a score update will appear at the bottom of your screen.

Screens Five to Twelve

Now the Storm Warrior is ready for the ultimate test – the CATACOMBS wherein lies the CHAMBER OF EVILS and the SACRED SKULL itself. Throughout the remainder of the game if you lose all your lives, the game will end.

Throughout the rest of the game you are on your own. There are many challenges still ahead. If you are not careful, you will find yourself regularly cast deep into the Pit, from which there is only one route to escape.

The way through these deadly caverns requires careful thought, vigilance and agility.

Within, the Storm Warrior may encounter:

1. THE ANTECHAMBER
2. THE CHASM OF DOOM
3. THE FOUNTAINS
4. THE TUNNEL OF DEATH
5. THE BRIDGE OF HOPE
6. THE CHAMBER OF JEOPARDY.

And finally, the CHAMBER OF EVILS. This is the last test, for here the Storm Warrior,

floating weightless, must use his light lance to deflect himself into the exact position to destroy the SACRED SKULL. If he succeeds, accumulated energy points will be converted to score at a ratio of 100-1 and he may proceed with another challenge. For he is truly worthy of the name - 'STORM WARRIOR.'

Storm Warrior

is produced by Terry Watts in association with Front Runner.

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